16 +4
for C16 and Plus/4

3-D Glooper

AUDIOGENIC SOFTWARE LTD

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16
SUPERSOFT

3-D Glooper

All-action maze game

Audiogenic

3D GLOOPER

You're trapped in a maze-like city where everywhere looks the same. But you're not alone—the streets are patrolled by strange monsters known as GLOOPERS. The question is, how long can you survive?

LOAD the program by placing the tape in your cassette unit, entering LOAD and pressing RETURN. When READY appears, type RUN and press RETURN to start the game.

As you make your way through the city streets you'll come across blue spots on the pavement—you must collect all of these to escape (there are over 300 of them). Beware the gloopers, they're out to get you. Fortunately they aren't the brightest of creatures, so if you keep your cool you've a good chance of outwitting them and progressing to the next level.

Occasionally you will come across a red dot on the roadway; collect one of these, and for a short time you will be able to turn the tables on the gloopers and munch them! During this time the gloopers will appear as orange instead of brown, but remember, they can change back without warning.

Each dot that you collect scores 10 points, but you can earn a bonus of 1000 points for each glooper you munch. Watch the counter in the top right hand corner of the screen to see how many dots remain.

When there are gloopers close by you will hear them moving around, press the f1 key, and a telepathic image will appear at the top of the screen so that you can see what dots and gloopers there are in nearby streets.

Plug your joystick into Port 2. Use the fire button or the f1 key to start the game, and move as follows:

USING JOYSTICK	USING KEYBOARD
Move forward	Move forward
Turn left / Turn right	Turn left Z / X Turn right
Move backward	Move backward

How long can **you** last against the gloopers?

Before loading any program, please ensure that the heads of your cassette deck are clean and demagnetised.

C 16
SCREEN SHOTS

JOYSTICK OR
KEYBOARD

You're trapped in a maze-like city where all the streets look the same but you're not alone. The streets are patrolled by strange mutations called Gloopers and they are out to get you. How long will you survive?

ATLANTIS

COMMODORE
16/PLUS 4

3D GLOOPER

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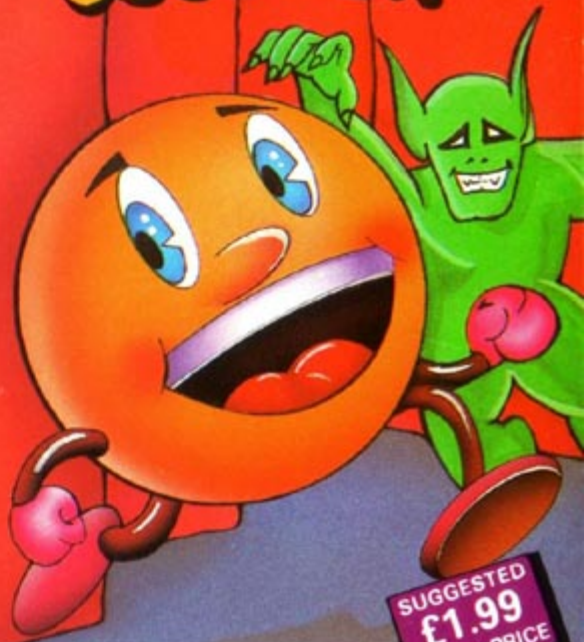
AT 508

COMMODORE
16/PLUS 4

3D GLOOPER



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£1.99
RETAIL PRICE

ATLANTIS

LOADING:
To load, press **LOAD**" ". Press **PLAY** on your cassette recorder. The programme will now load automatically. *(The programme is recorded on both sides of the tape. In case of difficulty, turn the tape over, rewind to the beginning and load again.)*

CONTROLS:
Z = Left, **X** = Right, **:** = Forward, **·** = Back
or use **Joystick** in **Port 2**. **F1** for Telepathic Map.

GAME: (Press F1 or use Fire Button to start)
As you make your way through the city streets you'll come across blue dots on the pavement – you must collect all of these to escape (there are over 300 of them). Beware the Gloopers: they're out to get you. Fortunately they aren't the brightest of creatures so, if you keep your cool, you've a good chance of outwitting them and progressing to the next level.

Occasionally you will come across a red dot on the roadway: collect one of these and for a short time you will be able to turn the tables on the Gloopers and munch them! During this time the Gloopers will appear as orange instead of brown, but remember, they can change back without warning.

Each dot you collect scores 10 points, but you can earn a bonus of 1000 points for each Glooper you munch. Watch the counter in the top right hand corner of the screen to see how many dots remain.

When there are Gloopers close by you will hear them moving around. Press the F1 key and a telepathic map will appear at the top of the screen showing the position of the dots and Gloopers in the nearby streets.

How long can **you** last against the Gloopers?

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If you have written a good programme and would like to discuss marketing, please write to:

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28 Station Road, London SE25 5AG

3-D GLOOPER C16

PRODUCT CODE

SC010

LOADING TIME

1:00

Audiogenic LTD

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